

Limithron's

BURIED IN THE BAHAMAS

AN INTRODUCTORY
ADVENTURE FOR

PirateBorg





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ADVENTURE FOR

Pirate Borg

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PRIMARY INSPIRATIONS

MOTHERSHIP & FORBIDDEN LANDS & MÖRK BORG & KNOCK! & DARK CASTLE & ARCHON GAMES & THE BLACK HACK
DUNGEON CRAWL CLASSICS & TOMB OF BLACK SAND & NEVERLAND & SEA OF THIEVES & OLD SCHOOL ESSENTIALS
CHAOS CRIER & TOMB OF THE SERPENT KINGS & TRILEMMA & LONELY PLANET & THE DARK OF HOT SPRINGS ISLAND

WHAT IS THIS? SYNOPSIS

Buried in the Bahamas is an introductory adventure for Pirate Borg and The Dark Caribbean campaign setting.

It was designed with first time players and new game masters in mind, and while it starts with a railroad style introduction, it quickly transitions to a sandbox, where you and your players will make your own decisions on how the adventure will unfold.

It is optimized for one-shots, convention play, and for use as the first session in a long term campaign.

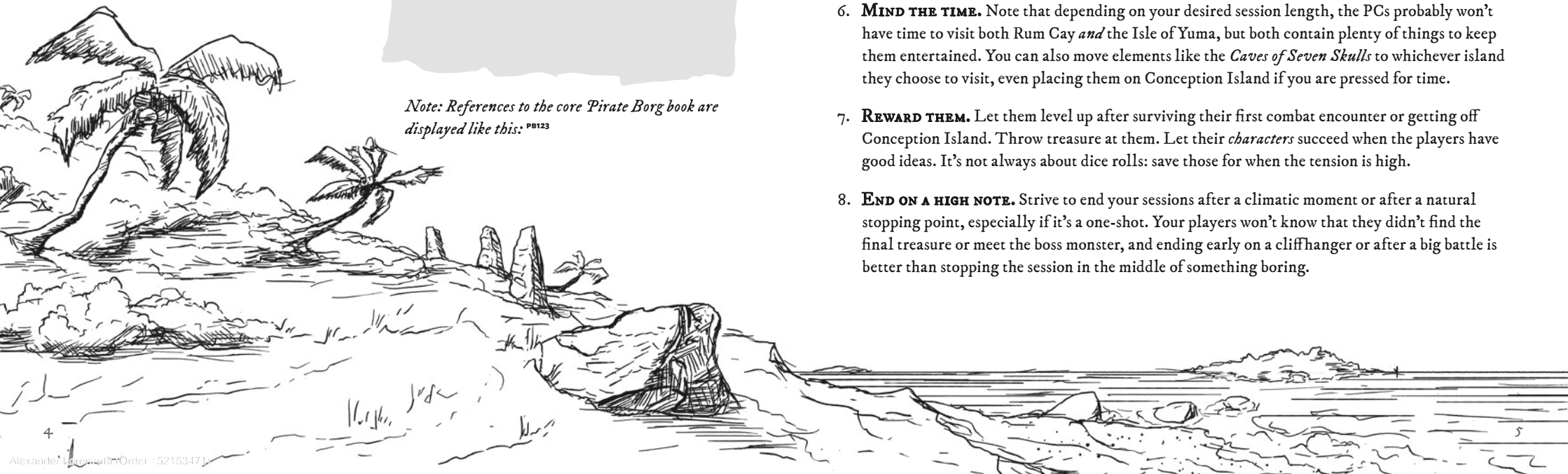
»Notes and suggestions for you, the GM, are formatted like this. The most important thing to note is that everything in this adventure is only a suggestion. Change anything you want. There are no rules... only guidelines.

- The PCs are novice sailors aboard the pirate frigate *The Tarantula*, run by the tyrannical **CAPTAIN BLOODWHIP**.
- They have been sailing around the Bahamas for 3 weeks, following a map the captain keeps to himself.
- They have been told to look out for a peninsula with three rock columns that lean to the west.
- Briefly explain **The Dark Caribbean**:
 - » It's Earth, just not ours.
 - » Magic is real and dangerous.
 - » When Europeans settled the Caribbean there were no living natives, but there were hundreds of ruins filled with treasure and magical artifacts.
 - » After the masses had immigrated and built huge settlements, undead—known as “The Scourge”—appeared. Millions died. Now the sea is polluted with derelict ships filled with cargo.
 - » **ASH**, the ectoplasmic remains of destroyed undead, was discovered to have extremely valuable properties^{PB10}.

Note: References to the core Pirate Borg book are displayed like this: ^{PB123}

HOW TO RUN IT

1. **CREATE CHARACTERS.** The first section is intentionally deadly to set players' expectations, so consider providing your players with pregenerated characters.
»Or point them to limithron.com/randompirate.
2. **SET THE SCENE.** (see Opening Sequence, pg. 6), and skip any PC introductions for now. Describe the ship they are on, their location in the Dark Caribbean, the crew, the weather, where they are headed, their current objective, etc.
»Try to be exciting and succinct: no one likes 10 minutes of monologue from the GM.
3. **KICK INTO ACTION** as if it was the opening scene of a war movie. After a dramatic event, “pan the camera” to the player to your left, and have them describe their character, what they are doing, then let them take their first turn. Rinse and repeat with the player to *their* left until everyone has had their first turn. Intersperse introductions with cinematic descriptions like new skeletons boarding or cannon balls smashing against the hull (or through the crew).
4. **TIME TRAVEL.** After running through the first combat, hand wave forward in time to the next day where they wash up on the beach of a small island. Describe the setting, but from here on out, *don't hold their hand or lead them*. If they want to try something that seems foolish to you, explain to them the potential consequences, but let them learn from their mistakes!
5. **KEEP THINGS MOVING.** If the pace slows to a crawl, the players appear bored, or they don't know what to do next, alter the circumstances. The weather turns foul, a crew member picks a fight, an NPC has a revelation about a plot point, or a monster appears. Improvise!
6. **MIND THE TIME.** Note that depending on your desired session length, the PCs probably won't have time to visit both Rum Cay *and* the Isle of Yuma, but both contain plenty of things to keep them entertained. You can also move elements like the *Caves of Seven Skulls* to whichever island they choose to visit, even placing them on Conception Island if you are pressed for time.
7. **REWARD THEM.** Let them level up after surviving their first combat encounter or getting off Conception Island. Throw treasure at them. Let their *characters* succeed when the players have good ideas. It's not always about dice rolls: save those for when the tension is high.
8. **END ON A HIGH NOTE.** Strive to end your sessions after a climatic moment or after a natural stopping point, especially if it's a one-shot. Your players won't know that they didn't find the final treasure or meet the boss monster, and ending early on a cliffhanger or after a big battle is better than stopping the session in the middle of something boring.



THE OPENING SEQUENCE



Black Skeleton Marauder

Jet black bones, tattered rags, glows blue from within, maniacal & horrific.

HP 4 MORALE - NO ARMOR
♣ SCIMITAR d6



Black Skeleton Ogre

Jet black bones, slow, hulking, gorilla-like build, wood splits under its feet as it walks, glows blue from within, roars like a demon.

HP 20 MORALE - THICK BONES -d2
♣ NAIL-SPIKED CLUB d12
BIG DR8 to hit.



- The PC are on board *The Tarantula*, sailing the Bahamas.
- **Foul weather** moves in, and the ship is caught in a cataclysmic hurricane:
 - » Torrential rain, violent winds, thunder & lighting, and 50' ocean swells.
- Lightning silhouettes a **wicked galleon**:
 - » Hull made from thousands of bones, torn black sails, flames spewing from the eye sockets of three 10' wide skulls mounted on its aftercastle.
- The galleon rams into *The Tarantula* and **BLACK SKELETON MARAUDERS** and a **BLACK SKELETON OGRE** throw grappling hooks and swing aboard.
 - » *Describe this as much like a horror movie as possible. These skeletons are terrifying.*
- Explain to your players that in this combat, and in future combats, there are often NPCs and enemies fighting in the background, but combat just focuses on the main characters.
 - » *This give you a pool of NPCs that you can convert into PC if needed, and it keeps the focus on your players, even when they are involved in large scale battles.*
- There should be at least two enemies per PC, and one of them should be the **BLACK SKELETON OGRE**.
 - » *Whether you use ship models and miniatures, a VTT battle map, or theater of the mind, keep it fast paced and cinematic.*

- After two rounds of combat, **SCAGGS** calls out "LAND!" The ship smashes into huge rocks and immediately starts sinking.
 - » *You can extend or shorten this combat as desired. It should be exciting enough for the players to try out their new characters, and show how dangerous combat is, but avoid dragging it out or killing everyone in their first fight.*
- PCs must make **AGILITY DR12** tests to escape disaster safely. Those that fail risk drowning under debris: each must test **TOUGHNESS DR12** test or **die**.
 - » *This is a great time to explain how Devil's Luck^{PS4} works.*
- As the ship sinks, have one of the PCs encounter the captain. He is impaled on a 3' wood sliver. As he screams his dying breath, he extends a rolled up map in his hand. Give the player the **TREASURE MAP HANDOUT (PG. 12)**.
- After the opening sequence, hand wave forward in time to the next morning, where the PCs and a few surviving crew (including Scaggs & Billy "Knives") wash up on the shores of Conception Island.
 - » *If there are any PC deaths, replacement characters can come from the ranks of these background extras.*
 - » *Use the RE-CREW-TOR on the back cover for NPC ideas.*



Scaggs

A weathered old sailor. The first mate of *The Tarantula*.

HP 5 MORALE 9 NO ARMOR
♣ CUTLASS d6
♣ FLINTLOCK PISTOL 2d6

» Use Scaggs as a sounding board for lore and hints when the players need it.

Roleplaying suggestion:
Willem Dafoe in *The Lighthouse*:
"Hark! Cast ye gaze upon its tail! It hath already been wounded!"



Billy "Knives"

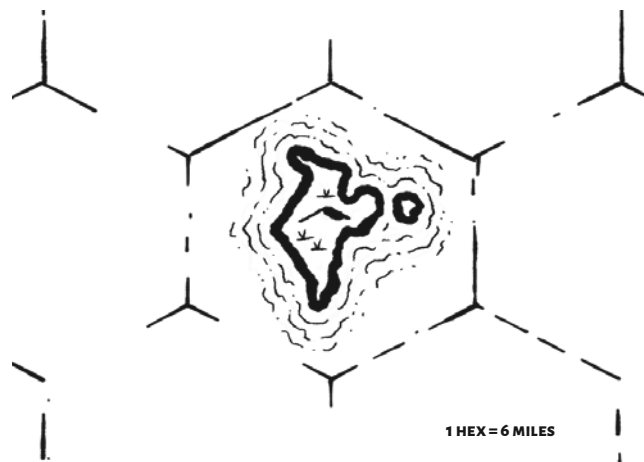
A young, tall, cocky cabin boy.

HP 4 MORALE 7 NO ARMOR
♣ TWO KNIVES d4, attacks with both each round

» A crew member the PCs can boss around, though he might snap.

Roleplaying suggestion:
A whiny version of Billy Bones from *Black Sails*: "Cap'n! Why do I have to do it?! I cleaned it last time!"

CONCEPTION ISLAND



SIZE

Diamond shaped, 3 sq mi.

ATMOSPHERE

Serene, calm, and beautiful.

TERRAIN

White sand beaches. One hill.

FLORA

Thick grass and bushes. No trees.

FAUNA

Seabirds, green turtles, silver boas. Lots of nests. Shoal spiders.

POINTS OF INTEREST

One hill, abandoned camp site.

NEARBY

Isle of Yuma, ~15 mi SW
Rum Cay, ~14 mi SE

STATUS QUO

- The survivors know they are somewhere in the Bahamas, but not which island they are on.
- The island seems small and has one hill in the center. There is thick brush all over the island, but no trees.
- They are on the south end of the island.
- No other land can be seen from the beach.
- Debris from *The Tarantula* is all over the coast and can be salvaged.
- They have no food (resting recovers no HP) and will be starving after 2 days.
- PCs are in possession of any weapons or items they were carrying before the wreck, but large items like sea chests and dinghies are lost.

ACTIONS

SALVAGE THE WRECK

- one water barrel with enough water for 4 days.
- one rum barrel with enough rum for everyone to get wasted d2 times.
»Remember: drinking rum heals HP at the cost of Agility, and they might get sick. See the front end papers of Pirate Borg.
- Enough wood and sail cloth to make a raft or a shelter, but not both. Either can be constructed by nightfall if the PCs hurry (everyone helps), or in two days if they take their time (hunting/ exploring/getting drunk).

SUMMIT THE HILL

- 1 hour from the beach.
- 360° view of the island (3 sq mi).
- An abandoned campsite is visible on the north shore.
- If weather is clear they can see two islands and deduce their location.
 - » **THE ISLE OF YUMA** (~15 mi SW). Larger and more likely to have the peninsula described on the treasure map.
 - » **RUM CAY** (~14 mi SE). Smoke rising from cooking fires. Scaggs (or one of the PCs) knows there is a small pirate camp there called Port Nelson where they might resupply and find a boat and more crew.

EXPLORE

- One hour to reach the summit, three hours to circumnavigate the coast.
- Covered with sea birds, sea turtles, and silver boas.
 - » All three have edible eggs hidden in the brush, see *Hunt/Scavenge*.
- There is an abandoned campsite on the north shore. It contains:
 - » a thick **trail of dried blood** that terminates at the beach's waterline.
 - » a collapsed **tent & bed roll**.
 - » a **musket** (on the ground, empty barrel, fired).
 - » a **flintlock pistol** (in a crate, loaded).
 - » a small **barrel of gunpowder** and **20 rounds** of shot.
 - » 1 **medical kit**.
 - » a **hunting knife**.
 - » a **fishing net**.
 - » **flint and steel**.

BUILD A RAFT

- It will take the entire crew until sunset if they all work together, or two full days if they divide up (hunting, exploring, drinking, etc.).
- The wreck has enough supplies for a raft with a small sail, large enough to hold all the survivors.



BUILD A SHELTER

- Can be completed in half a day by the whole crew, or in a full day by half the crew.
- Does not protect them from **SHOAL SPIDERS**.

HUNT/SCAVENGE

- There are eggs all around the island. Finding enough eggs to feed one person takes two hours/person.
- Hunting birds, turtles, and snakes takes half the time but may require ammo and **DR8 PRESENCE** tests to be successful.

»You can hand wave hunting and just give them food as a reward for allocating time to the task, or you can make a combat or roleplaying encounter out of it. Shooting too many birds might provoke retaliation, and hunting turtles in the water might attract sharks. Follow your GM instincts.

AFTER SUNSET

A **SHOAL SPIDER** kills a crew member (or, if you prefer, it attacks a PC) as they sleep. It will drag the body back into the ocean, leaving a bloody trail. More **SHOAL SPIDERS** arrive until there is a light source like a fire or lantern.

»Use enough spiders to make things interesting, but if the PCs set up torches or build a bonfire, consider the encounter solved.

SHOAL SPIDER

Spider-like crustacean the size of a jaguar. Semi-translucent carapace, slender legs, and 17 eyes. Nocturnal hunters; afraid of light, but will risk some exposure for a meal.

HP 12 MORALE 7 NO ARMOR
VENOM-PINCHERS d4 + test
TOUGHNESS DR12 or lose d8 HP (bypasses armor).

D6 RAFT

ENCOUNTERS *for use while floating on the waves*



Always pick instead of rolling if you know what your group will enjoy.

1. The Ghost of Krolligoth

After dark. The **ghost of Krolligoth**, a kraken^{PB105} slain by fishermen, swims under the raft. Its white skeleton glows indigo in the black seawater. It has one cyclopean eye the size of a wine barrel and hundreds of jagged teeth. d6 fishing spears protrude from its body. It will leave after killing one of the passengers, but it can be set free from the corporeal world if all of the spears are removed.

2. Floating Body

A body can be seen floating near the raft. It is a “new” **zombie**^{PB94}, but won’t wake immediately. It has 3d6 silver in its pockets. Over the next few rounds, d10 **zombies** arrive and try to swarm the raft.

3. Nyra of the Coral Palace

A **young mermaid** with glittering skin and a missing arm investigates the raft. She had a dream that they would come, and might trade for her scales^{PB62}.

4. Bloodlusting Sharks

One shark fin appears. Then a second. Soon the raft is surrounded by sharks (2d4 in total, or at least one per PC).

BLOODLUSTING SHARK

HP 1 MORALE 7 SHARK SKIN -d2 🦷 BITE d6.

5. Carrion Gulls

d100 **carrion gulls**^{PB87} kettle in the air.

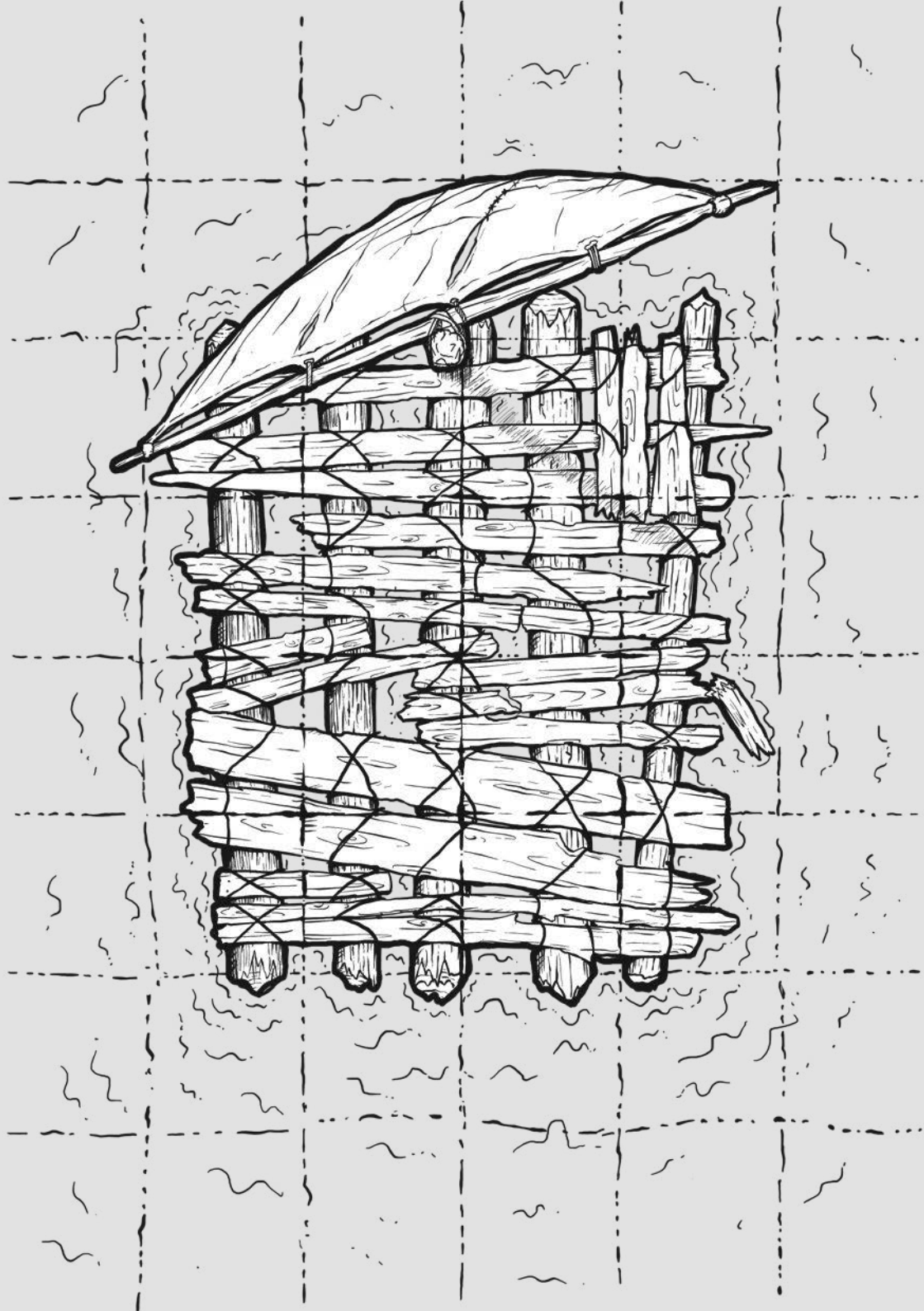
6. Davy Jones

An enormous **sea turtle**^{PB106} smashes into the raft: **AGILITY** DR12 or be thrown into the water. PCs might notice that it seems to be in **pain**. Anyone swallowed by it ends up in its belly and discovers a group of 2d4 **Deep Ones**^{PB100} that have setup a **tavern** in its stomach (roll reaction^{PB31}).

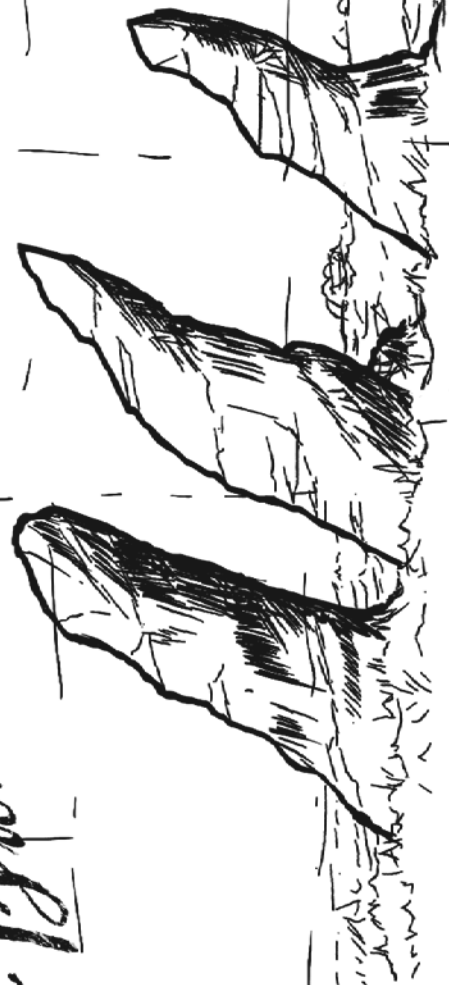
EVERY FEW MINUTES Deep Ones arrive and depart via a water portal.

EXIT STRATEGIES might include “climb the trachea,” “go deeper,” or “jump through the portal next time it opens,” which leads to a city deep underwater.

Undo the staple to use the next few pages as a raft battlemat and player handouts.



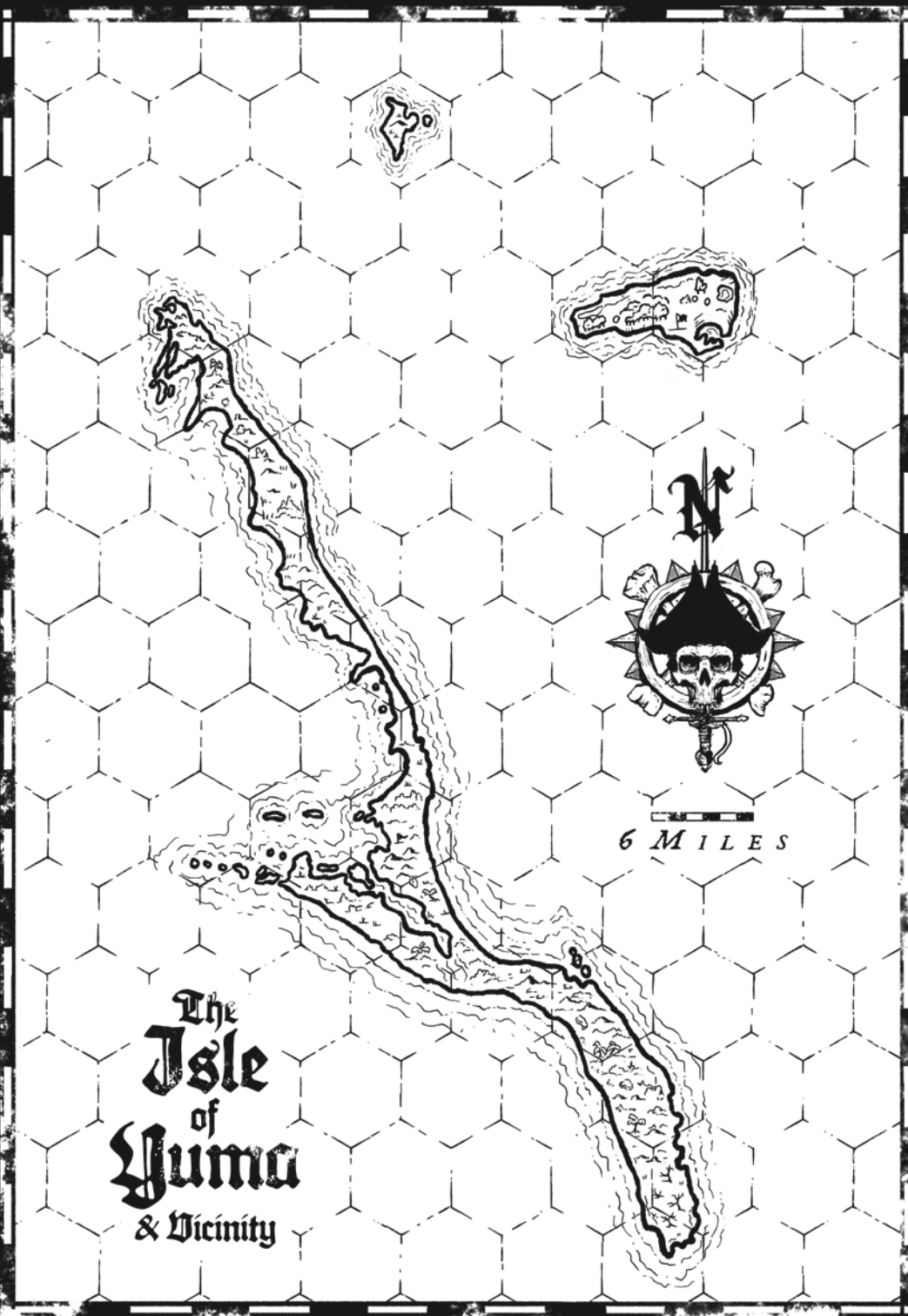
Eastern Bahamas



N



Only those with a heart of the sea
shall pass the doors of blood

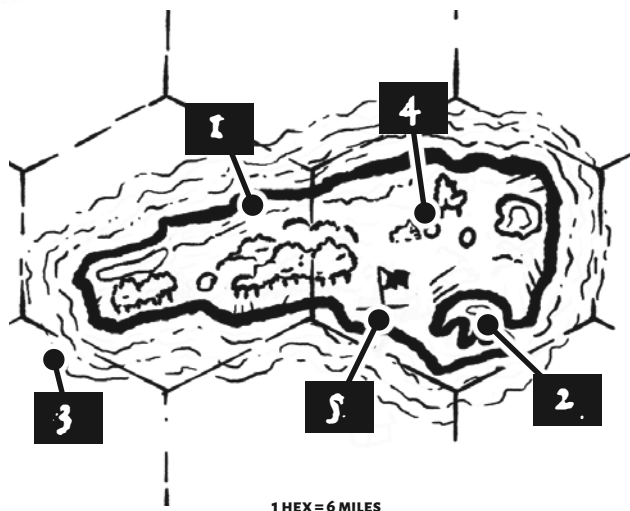


30 things one might find buried in the bahamas

drip blood or wax from six feet above (or drop some dice)

<p>UNDEAD PARROT THAT WON'T STOP SINGING</p>	<p>Coconut Shells</p>	<p>d20 skulls</p>	<p>skeleton with a silver ring on a string around its neck</p>	<p>severed hand</p>
<p>thieves tools, ropes, and a knife</p>	<p>GRAVE MARKER</p>	<p>d8 recently deceased corpses</p>	<p>d10 bricks of refined ASH</p>	<p>rum rammers cache (d10 barrels)</p>
<p>a toe</p>	<p>broken manacles, engraved with "Paracaibo"</p>	<p>CHUNK OF RED RHODOCHROSITE CRYSTALS</p>	<p>d4 stones engraved with twisted runes</p>	<p>SEA SHELLS</p>
<p>d6 jars of alchemical concoctions</p>	<p>map that leads behind a waterfall</p>	<p>pick two and combine</p>	<p>documents that incriminate a politician</p>	<p>collection of love letters written in squid ink</p>
<p>the headless body of an unknown pirate</p>	<p>GEMS FROM ATLANTIS</p>	<p>Bloody broken-tooth dagger</p>	<p>rusty crown of a sea queen</p>	<p>HEAD OF A KNOWN PIRATE</p>
<p>vial of cursed blood</p>	<p>rusty iron hatch</p>	<p>cannonball</p>	<p>d100 lizard skeletons</p>	<p>d12 black candles & a locked leather tome</p>

RUM CAY



1. SEA CAVES

Dark sea caves, thick with crystalline salt deposits. The walls are lined with petroglyphs. Vampire bats and a sea grue live in the depths.

- ▶ **d100 vampire bats**: harmless, but startling. Their gauno is everywhere.
- ▶ **Enter without a light source**: the sea grue is very hungry.

SEA GRUE

HP 10 MORALE 10 NO ARMOR **BITE** d8.

- ▶ **Study the petroglyphs**: test **PRESENCE DR12** to learn one random Arcane Ritual^{PR65}. Only one PC may test.
- ▶ **At the back of the cave**: a pile of bones, sea grue excrement, treasure & trinkets worth 200s.
- » *To shorten the adventure, you can replace these caves with the Caves of Seven Skulls. To extend it, expand the caves with an underwater cenote, a dungeon, or another adventure entirely.*

2. TIDE POOL

High tide replenishes this pool with fish, crabs, kelp, and **Lost Eyes** (see 5. Port Nelson). It produces one of the richest deposits of salt in *The Dark Caribbean*.

3. FREIGHTER SHIPWRECK

Off the southeast coast is the shipwreck of the *HMS Commander*, a cargo freighter.

- ▶ **Dive to the wreck**: 30' deep, d4 **reef sharks**.

REEF SHARK

HP 3 MORALE 5 SHARK SKIN -d2 **BITE** d6.

- ▶ **In the cargo hold**:

- 2d20 barrels of rum.
- a sea chest filled with 200s and d10 gold cups.
- a **shadow starfish**, wrapped around a barrel.

SHADOW STARFISH

A black, otherworldly echinoderm with a cloudy eye on each arm. Large and fast enough to inundate an adult human. The water around it hums with necrotic energy.

HP 8 MORALE - SPIN-SKIN -d2
BITE **SPINE-ARM SLAM** d4 (makes 2 attacks)
CONstrict d8 (1 target, **STRENGTH DR12** to get free).

4. BLUE HOLE

A saltwater-filled sink hole, 50' deep.

Dive to the bottom: d6 x 10 **Lost Eyes** nest here. A random **relic**^{PR62} sticks out of the silt.

» *Extend this encounter with monsters, mermaids, or connected sea caves.*

SIZE

10 mile long lamb chop, 30 sq mi.

ATMOSPHERE

Lazy, hot, remote.

TERRAIN

White beaches, rolling hills, caves, several freshwater ponds and one lake. Underwater reefs and caves.

FLORA

Staghorn coral, mangroves.

FAUNA

Vampire bats, feral cattle, donkeys.

POINTS OF INTEREST

Port Nelson, rum freighter shipwreck, sea caves, blue hole.

NEARBY

Conception Island, ~14 mi NW
 Isle of Yuma, ~19 mi W

NOTES

Pronounced "Rum Key".



5. PORT NELSON

- A sleepy shanty town made of palm frond huts, driftwood shacks, a makeshift jetty, and dozens of tents and tarps.
- There is a shack near the beach that functions as the port's tavern. They serve warm rum and **Jooba's** crab-stuffed snails.
- A small trading outpost on the docks sells basic wares, plus any recent imports.
- The island gets its name from a freighter full of rum that shipwrecked southwest of the island.
- The pirates here are lazy and uninspired, but some may be recruited if inspired.

NPCS AT PORT NELSON

JOOBA A rotund cook famous for his jovial spirit and crab-stuffed snails. He will pay up to 500s for a fresh crate of ten **lost eyes**, the snails he uses in his dish. Secretly, he cuts the glowing green gemstone from the snails, and has a chest of them (worth 2,000s) stashed in his hut.

ESPERANZA A wrinkled old fisherwoman. Slow and grumpy. She has an old long boat name *Driftwood* she will sell for 400s, and newer tartane named *Starfly* that she will sell "over my wrinkled, bloated corpse!"

» *This is a decision fork for your players: buy a boat or steal a ship*

BOTTLESMITH A shifty-eyed pirate with long greasy hair and affinity for fighting while drunk. They are looking for work.

» *Use Bottlesmith however they're needed: as a recruit, an info/lore sounding board, a drunken threat, to establish mood, etc.*

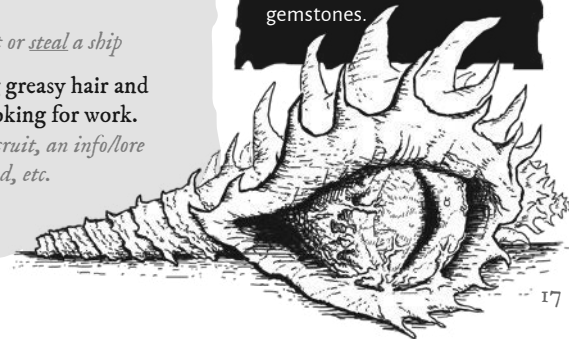
HUNTING FOR LOST EYES

These large black and brown snails each contain a lime-sized eyeball. They glow vibrant green in the dark. At the center of each eyeball is a glowing green gemstone worth 20s. Found on the beaches and shallows around Rum Cay.

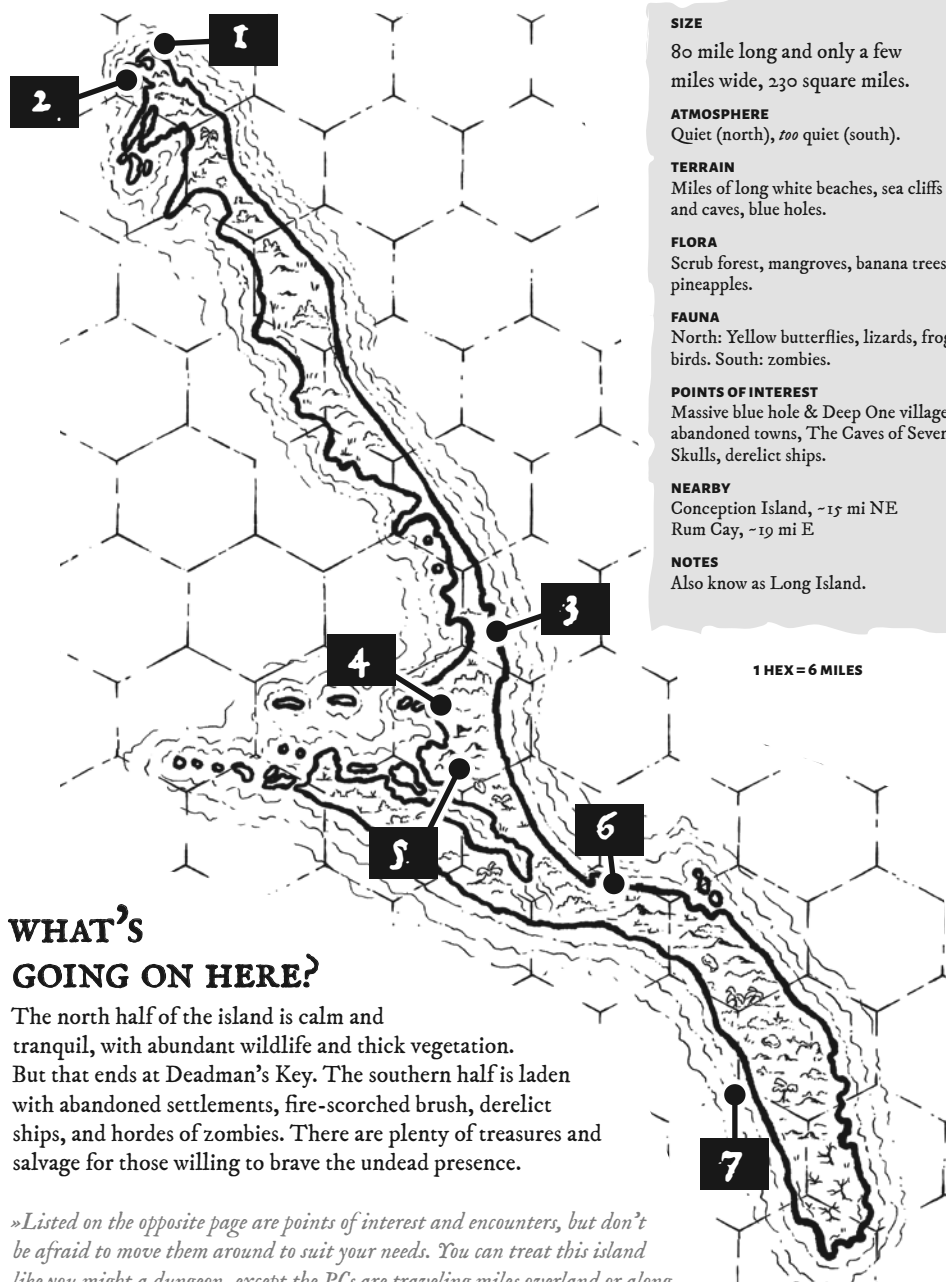
Finding a crate of 25 snails takes one person eight hours, but supply is limited: Rum Cay only yields ~2 crates a week.

▶ **LOOK INTO AN EYE**: Test **SPIRIT DR12** or be transfixed as your mind travels across time and space to another dimension. Physical touch or breaking eye contact breaks the spell.

▶ **FUTURE PLOT HOOK**: The **Lost Eyes** belong to an unnamed eldritch monstrosity. It is looking for them, and will not be happy to find out they have been harvested for their gemstones.



ILSE OF YUMA



WHAT'S GOING ON HERE?

The north half of the island is calm and tranquil, with abundant wildlife and thick vegetation. But that ends at Deadman's Key. The southern half is laden with abandoned settlements, fire-scorched brush, derelict ships, and hordes of zombies. There are plenty of treasures and salvage for those willing to brave the undead presence.

»Listed on the opposite page are points of interest and encounters, but don't be afraid to move them around to suit your needs. You can treat this island like you might a dungeon, except the PCs are traveling miles overland or along the coast instead of through underground tunnels.

1. 3 STONE COLUMNS

Three westward leaning stone columns rest atop a rocky sea cliff. In the sea caves below are the **Caves of Seven Skulls** (pg. 20).

»You can move the exact location if desired.

2. MESOAN STELA

15' carved stone pillar, covered in glyphs and pictograms that resemble doors or whirlpools.

- »**Decipher glyphs:** takes 3d4 days and successful **DR12 PRESENCE** tests, or an expert in the language.
- »**Perform the ritual:** a swirling aqua green water portal opens in the ground.

»Where this portal leads is up to you...

3. ABANDONED CHURCH

Resting in the middle of a clearing. Spanish style architecture, construction half complete. Dried blood covers the interior walls and floors.

- »**Search the ruins:** no corpses, 75s scattered about (spilled from offering plates), a **Cross of the Paragon**^{PB62} under the altar.
- »**Rest or camp here:** d4 zombies^{PB94} attack, with d8 more on the way.

4. DEADMAN'S KEY

A small fishing village and pirate hideout. Abandoned and in ruins. Lots of rowboats.

- »**Search the ruins:** roll a d6 for every hour spent searching, or as desired.
 1. **2d6 zombies**^{PB94}, ripping something to shreds.
 2. **d2 zombies**, standing in the corner of a ruined building. One was a little girl in a blue dress.
 3. **d4 corpses** hanging from nooses. They smell putrid. You guessed it: they are **zombies**.
 4. **2 medical kits**, a **lantern**, a d12 bags of **farm seed**.
 5. d20 days worth of **food**, **water**, and **rations**. It looks safe to eat...
 6. A weapons cache that includes **d6 muskets**, **1 buccaneer musket**^{PB53}, assorted **axes** and **swords** (d6 damage each), and **d6 flintlock pistols**.

»Make this feel like a zombie horror movie. If they end up fleeing in to the jungle, you've done your job well.

5. DEADMAN'S CAVE

A twisting network of caves, the largest in the Bahamas. Shrill voices and a purple glow emanate from one passage.

- »**Investigate voices/glow:** a gang of **skeletons**^{PB92} deep in one of the tunnels argues what to do with a strange boulder-sized purple meteorite.
- »**Take the meteorite:** requires a mule and rope, or a similar solution. Every hour spent within 100' of the meteorite permanently raises a PC's **PRESENCE** +1, lowers their **TOUGHNESS** -2, and ages them d20 years.

»For more dungeon crawling, expand these caves.

6. TL'OBOTHU RIFT

At 100'+ wide, 700' deep, it is the deepest **blue hole** in all of **The Dark Caribbean**. A community of **Deep Ones**^{PB100} has delved a small village into the perimeter of the hole. They farm the weird eldritch fish that swim up from the depths. They are veterans at dealing with both zombies and pirates.

- »**On the beach:** 2d4 **Deep Ones** maintain cooking fires, sharpening spears and fighting off occasional zombie swarms.

»This encounter could go several ways: they hate pirates, but they hate zombies even more. Follow your players' lead, and roll for a **reaction**^{PB31} if needed.

»The blue hole is massive. It could gate future adventures once a way to dive deep is discovered.

7. DERELICT SHIP CLUSTER

An assemblage of abandoned ships and wrecks in various states of decay. Most are unsafe to enter, let alone sail. Some may be salvaged.

- »**Search 1 ship:** use the **Derelict Ship Generator**^{PB116} to populate as many as needed.
- »**Search d4 ships:** a crew of scavengers arrives in the brigantine *The Wailing Widow*. They want what the PCs have (and probably vice versa).

»Make sure to include some zombies among the derelicts, and fill at least one with a **LOT** of treasure. Finding treasure is only half the battle: they need to get out of there, and survive to spend it!

CAVES OF SEVEN SKULLS

I. ENTRANCE

Treacherous, mysterious.

- **Five different openings** lead into a network of sea caves. They are too small and rocky for a water vessel.
- **Harsh waves** with a strong undertow crash against sharp, algae-covered rocks.

CLIMB INTO THE CAVES:

Test **AGILITY DR12** or d4 damage. Each time a PC succeeds, lower the **DR** by 2.

» *Reward smart problem solving, and reinforce that the answer isn't always on their character sheets.*

» *Only call for dice rolls when the consequences really matter.*

2. CAVES

Dark, low ceilings, briny.

- **Stalactite** labyrinth of twisting passages.
- **Briny water pools** ebb and blow with the tide.
- **Salt crystals** jut out from rocky walls.

BUMP INTO STALACTITE: test **AGILITY DR12** or take d4 dmg.

SEARCH POOLS: find d6 **lost eye** snails, worth 50s each.

MINE SALT: requires tools or a **STRENGTH DR18** test.

SEARCH EXTENSIVELY: buried under a rock pile is small pirate cache containing 2 gold bars worth 100s each and a **Rune Encrusted Flintlock Pistol** ^{PB62}.

» *Try having your players map the caves based on only your verbal descriptions, and emphasize the importance of light sources.*

3. PIRAGUA CAVE

Venerable, smell of the sea.

- **Ancient piragua** resting atop a rocky platform. Decorated with runes and pictograms, covered in dust, at least 100 years old.
- **Several dead pirates**, backs against the walls of the cave. Rotting, dead a few weeks, looks of terror on their faces.
- **TAKE THE BOAT:** d4 **ancestral spirits** materialize. They will *give* the boat to those who can prove themselves, but will *attack* those who act without their consent.

Have fun with this. Reward good ideas, or let it devolve into combat.

ANCESTRAL SPIRITS

Ceremonial garments, gaunt.

HP 6 MORALE - ETHEREAL -d4
MACABRE TOUCH d6

6. TAPESTRY CHAMBER

Amber glow, hazy, smell of burning copal resin.

- **Tetonton**, majestic and terrible, towers here. It animates and speaks, and will attack any who enter room [7] without the *Sceptre of Sovereigns*.
- **Seven wool tapestries**, lit by **Seven hanging braziers**, expand on the tale told in room [5].

TETONTON, SENTINEL OF XITULANKA

Clay, 15' tall, serpent body, bat wings, 7 clay animal skulls. It speaks in 7 voices.

HP 10* MORALE - CLAY -d4

OBSIDIAN FLAIL d6 (3 close targets)

FRUITWOOD MACANA d8

***INVULNERABLE.** When 1 tapestry is destroyed, 1 head crumbles.

Becomes vulnerable once headless.

» *Puzzle tip: don't tell the PCs how many tapestries there are unless they ask!*

4. DOORS OF BLOOD

Arcane energy hums.

- **Stone door**, 10' x 12', covered with glyphs, 6" basin near the ground.
- **TRANSLATE THE GLYPHS:** PCs with relevant experience (academics, archeology, ancient languages) can test **PRESENCE DR12**: "Only those with a heart of the sea may pass the doors of blood."

WAYS TO OPEN THE DOOR:

- Mix blood and seawater in the basin: it slides open via some unseen force.
- Lock picks: test **AGILITY DR16** (limit 1 test per PC).
- Brute force: test **STRENGTH DR18** (limit 1 test per PC).

7. TREASURE ROOM

Sun seeps in through cracks above.

- **Two staircases** lead up to stone platform.
- **The Orb of Xitulanka** sparkles atop a plinth.
- **1,000s worth of treasure** is strewn around the chamber:
 - » d4 jade animal statues
 - » d6 x 100 ancient coins
 - » d8 golden pots and cups
 - » d10 colored gem stones
 - » 1 random relic ^{PB62}
 - » 1 stone tablet. 1 PC can read it to learn 1 random ritual ^{PB65}, then it crumbles.

THE ORB OF XITULANKA

7" obsidian sphere. When used stars glow from within. Rough translation: "forever gate".

Artifact. Test **SPIRIT DR12** to cause 1 undead creature with 10 or fewer **HP** to vanish from existence. Limit once per day.

» *This artifact might grow in power with the PCs, and/or function as the key element of a larger plot.*

5. SUNKEN TOMB

Still, water drips, eerie.

- **Stone platform** extending over water.
- **Murky water**, 30' deep.
- **Mesoan glyphs** cover one wall.

DECIPHER GLYPHS: they tell of a dynasty of rulers, their 1,000 year rule of an island kingdom, and a dark power that rose from the sea.

UNDER THE WATER:

- **Stone sarcophagus**, pictograms show a bird headed warrior with a club fighting a tentacled monstrosity.
- **Dart trap:** test **AGILITY DR12** or d4 dmg.
- **OPEN SARCOPHAGUS:** **TOUGHNESS DR12** to hold breath long enough to open it (limit 1 test/PC). Inside: a bird masked mummy holding the *Sceptre of Sovereigns*.

» *For more combat, the ghost of the mummy attacks. Use "Sea Wraith" ^{PB101}.*

Game Master Resources

LIMITHRON'S PATREON

limithron.com/patreon

LIMITHRON'S INSPIRATION DATABASE

limithron.com/database

LIMITHRON'S DISCORD SERVER

limithron.com/discord

WATABOU

watabou.itch.io

EX LIBRIS

exlibrisrpg.com

TRILEMMA ADVENTURES

trilemma.com

FAILURE TOLERATED

failuretolerated.com

PRINCIPIA APOCRYPHA

<https://lithyscaphe.blogspot.com/p/principia-apocrypha.html>

CHOCOLATE HAMMER

chocolatehammer.org

WORLDS WITHOUT NUMBER

sine-nomine-publishing.myshopify.com

LEGEND KEEPER

legendkeeper.com

DUNGEON CRAFT

youtube.com/@DUNGEONCRAFT1

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An amazing random generator for making maps for cities, villages, caves and forests, and one page dungeons.

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Great OSR (Old School Renaissance) friendly one page dungeons similar to *The Caves of Seven Skulls*.

Blog and internet hub for Mothership creator Sean McCoy. A great resource running games and creating RPG content.

A cornerstone document of old school style gaming. An essay on GM principles, gaming philosophies, and tenets offered to steer your game on a path to the OSR.

RPG Blog. Check out "*Boot Hill and the Fear of the Dice*," an article on how running a deadly, rules-light game can make for a great campaign.

OSR-compatible RPG with invaluable toolkits for world building and adventure creation. A free version of the PDF is on drivethrurpg.com.

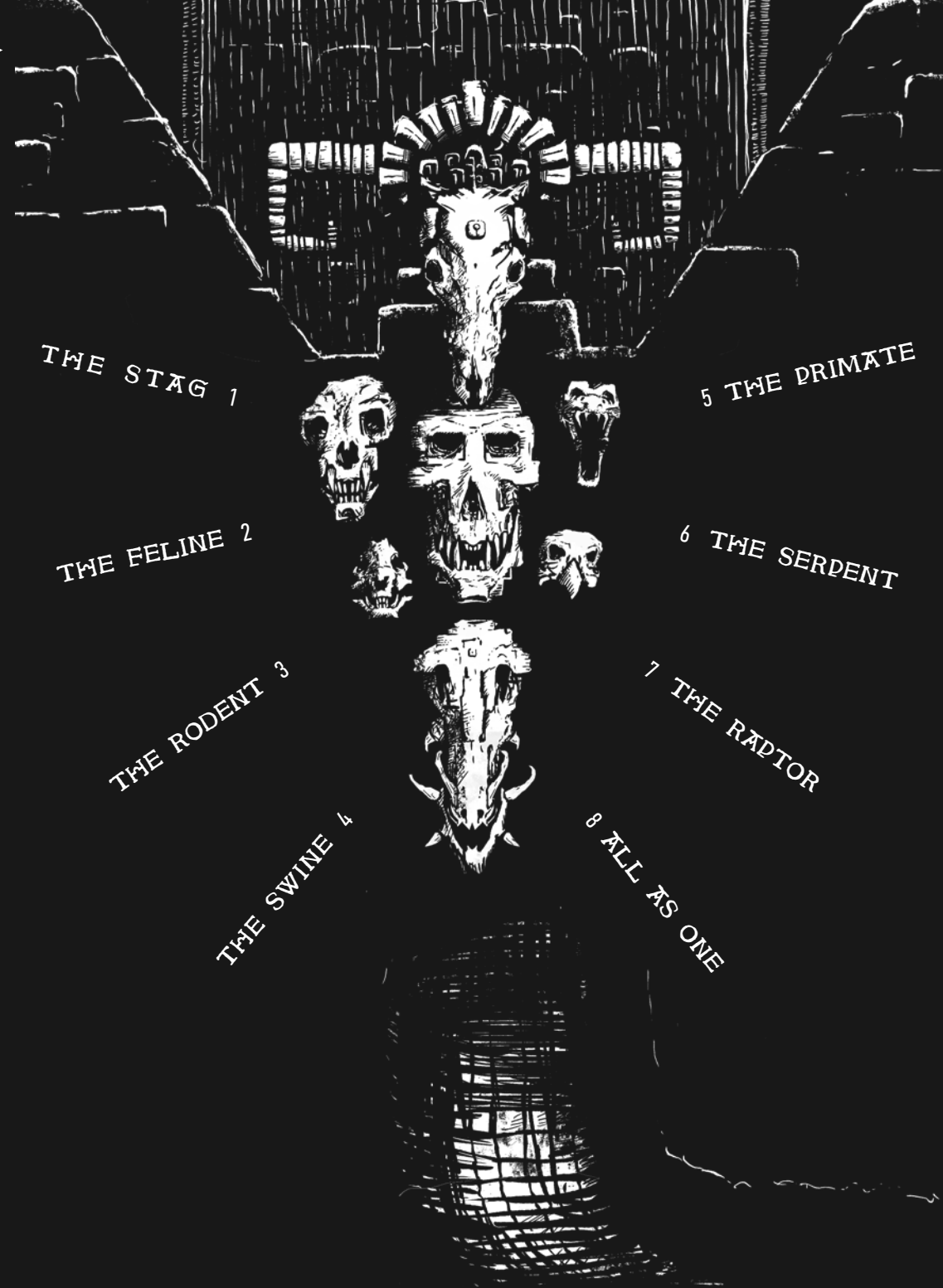
Worldbuilding website with next-gen map integration, auto-linking pages, tags, and more.

YouTube channel of Professor Dungeon Master. GM tips, terrain building, OSR commentary, news, and a font of GM wisdom and ideas.

YouTube channel of Knave author Ben Milton. OSR book and zine reviews, tips, ideas, and news.

The best resource you have. Great news: it's always improving! Don't forget to use it.

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speaks
XITULANKA
SENTINEL OF TETONTON



RE CREW TOR

Roll a standard set of 7 polyhedral dice to meet the team at work.

d4 TALENT

- 1 fast, nimble, sneaky, or small
- 2 brawny, resilient, stalwart, healthy
- 3 clever, wise, cunning, or talented
- 4 venerable, spiritual, devout, strange

d8 HISTORY

- 1 missing or dead loved one
- 2 homeland attacked or destroyed
- 3 escaped or orphaned
- 4 wanderlust or thalassophile
- 5 press-ganged
- 6 former military
- 7 destitute
- 8 outcast or refugee

d10 MOTIVE

- 1 ASH/alcohol
- 2 violence/revenge
- 3 fortune/treasure
- 4 freedom/injustice
- 5 fear/anxiety
- 6 sex/attention
- 7 pleasure/laziness
- 8 family/love
- 9 adventure/excitement
- 10 power/reputation

d12 APPEARANCE

- 1 Filthy, disease-ridden, and dressed in rags or sailcloth.
- 2 Very tall, casting a daunting shadow. Their voice booms.
- 3 Adorned with nets, shells, crab claws, and other trinkets.
- 4 Lean, muscular, and shrouded in innumerable tattoos.
- 5 Tan or sunburnt. Wrinkled and weathered from years at sea. Their hair is gray, sun-bleached, or matted.
- 6 Missing at least one limb, eye, tooth, or other body part.
- 7 Scars embroider their face and body.
- 8 Gaunt, frail, almost skeletal.
- 9 Generously proportioned.
- 10 Incredibly attractive, both in form and countenance. A "perfect 10."
- 11 Ostentatious. Flamboyantly dressed. Garnished with jewelry.
- 12 Death-like. Sunken eyes, ghoulish face, festering flesh. They smell rotten.

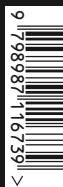
d% ARCHETYPE

- 10 authority figure, arrogant
- 20 shady, shifty, double-crosser
- 30 musician, performer, poet
- 40 child, youth, naive
- 50 comic relief
- 60 coward, fool, liability
- 70 wise, haggard elder, sage
- 80 brave, loyal, heroic
- 90 heartthrob, love interest
- 00 sycophant, scapgoat

d6 CULTURE

d20 NAME

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LMTNR003

1 MARINER

- 1 Dark Spots
- 2 Pisspot
- 3 Sandpiper
- 4 Hooks
- 5 Uncle Rumjar
- 6 Knots
- 7 Jack
- 8 Edward
- 9 Bermuda
- 10 Jamaica
- 11 Cay (Key)
- 12 Marks
- 13 Gunpowder
- 14 Miss Jolly
- 15 Capstan
- 16 Keelhaul
- 17 Ratclaw
- 18 Pearls
- 19 Bilge Goblin
- 20 The Sailor

2 Albion

- Brom
- Charles
- Will/Billy
- Silas
- Carmichael
- Liam
- Catherine
- Elizabeth
- London
- Birmingham
- Anne
- Mary
- James
- Sam
- Ophelia
- Thumbscrews
- Tea Time
- Union Jack
- Royal Guns
- The Englishman

3 Iberian

- Diego
- Don
- Antonio
- Luisa
- Margarita
- Alejandra
- La Serpiente
- El Diablo
- Madrid
- Gibraltar
- Danta
- Maria
- Ponce
- Esmeralda
- Muerto
- The Rack
- The Matador
- Sombra
- Castile
- The Spaniard

4 Gallic

- Jean
- Pierre
- Armand
- Colette
- Louis
- Genevieve
- Gigi
- Élise
- Paris
- Versailles
- François
- Marie
- Lucien
- Adele
- Jacques
- Guillotine
- Mademoiselle
- René
- Le Forban
- The Frenchman

5 Wretched

- Fish Guts
- Deep Eyes
- Linus
- Morgana
- Rowen
- Bloodtide
- Fisherman
- Élise
- C'Thagn
- R'lych
- Salts
- Moor
- Brother Bilge
- Kelper
- Father Brine
- Drowned
- Urchin
- Sister Coral
- Riptide
- The Salt Seeker

6 Macabre

- Bones
- Red Red
- Wraithbone
- Shadowteeth
- Fleshface
- Bloodclot
- Mort
- Gravewater
- Hades
- Mr. Locker
- Ashy
- Nightmarly
- Skins
- Gallows
- Rorwood
- Witchburn
- Fantasma
- Swampbreath
- Dr. Noose
- The Deadman